The 6502 Collective

BITE THE CHILI
PRODUCTIONS

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You have been captured by monsters... Again? Yes, again.

How does this keep happening to you?

This time, you were on a mission to slay the evil Goblin King, the latest monster to terrorize the land.

But as usual, you got yourself caught by his henchmen.

Now you must battle your way out of the prison dungeon, navigate your way through the land, and find and defeat the Goblin King.

Good Luck!

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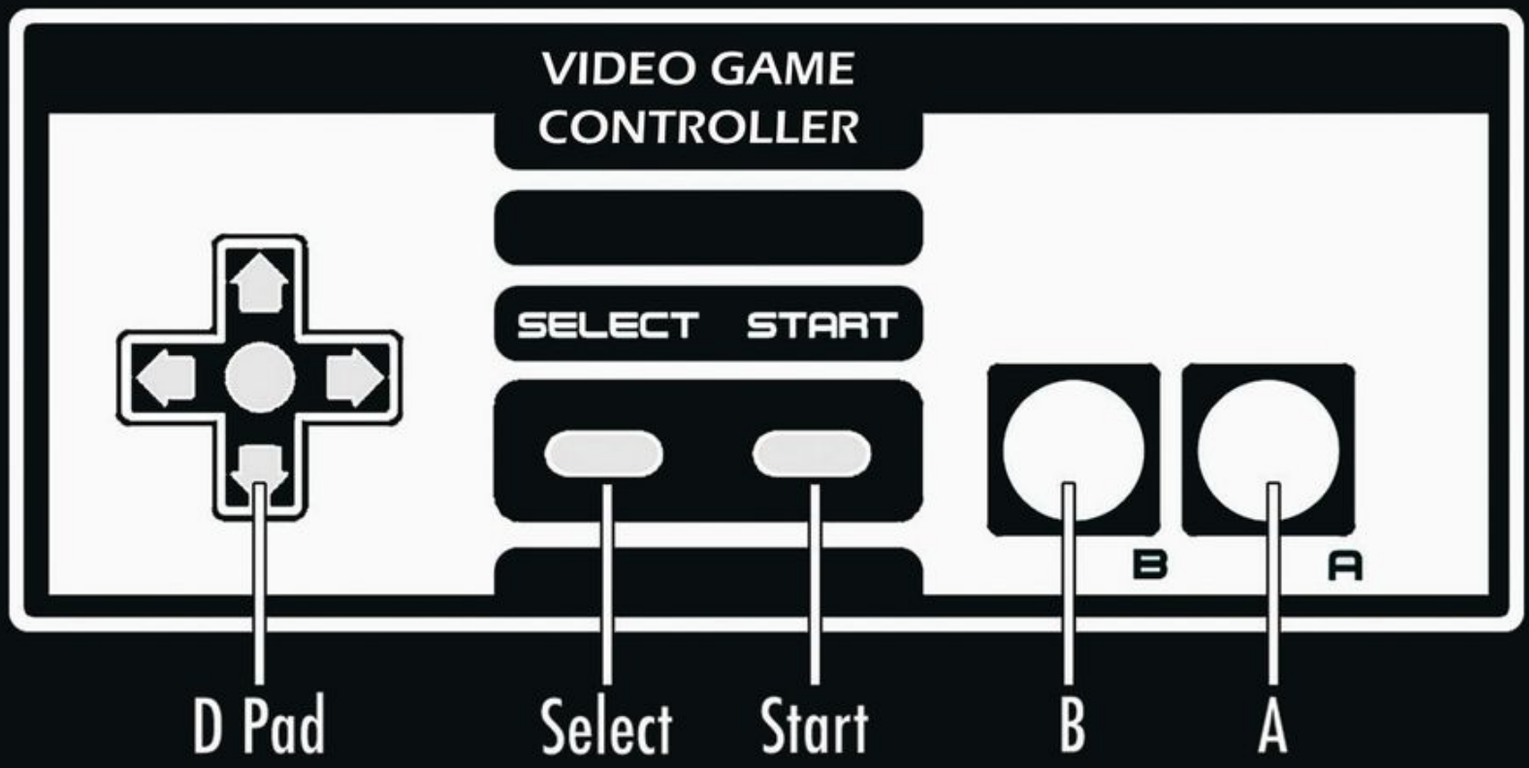


A BUTTON: Swing Sword

DIRECTIONAL PAD: Moves Character

B BUTTON: Use Alternate Weapon

START BUTTON: View Subscreen

To save the game, press A during the subscreen (after all enemies have been defeated in a room) To view the enemy list, press B during the subscreen

ABOUT

Ever since I first played The Legend of Zelda at my neighbor's house in 1987, I've been dreaming of making a Zelda-like adventure game for the NES.

Finally in 2005, I learned Gameboy Advance development, and set out to make the game I had in my head. 3 years later, Anguna was released.

But I always had hopes of making a game for the NES. Fast forward a few years, when, on a whim, I decided to make an Atari 2600 demake of Anguna, just to see if it could be done. It ended up coming together quite well, and in the process, I ended up learning 6502 assembly, which is what I needed to make NES games!

Later, during a lull in development of another project (Halcyon), it sounded like a fun project to do a direct port from the Atari 2600 verison of Anguna to the NES. The result of that is what you hold in your hands today. Thank you for helping my dream become a reality!

- Creator Nathan Tolbert

THE SUBSCREEN

LEVEL & EXPERIENCE:

Slay monsters to maximize your experience points. When you gain enough experience to reach the next level, your total HP will increase.

ATK & DEF:

Attack & Defense values can be increased by collecting Attack & Defense power-ups scattered throughout the world of Anguna.

ITEMS:

Use the directional pad to select an alternate item. That item can be used by pressing B during gameplay.

THE MAP:

Your position is indicated by the flashing square.

SECRETS

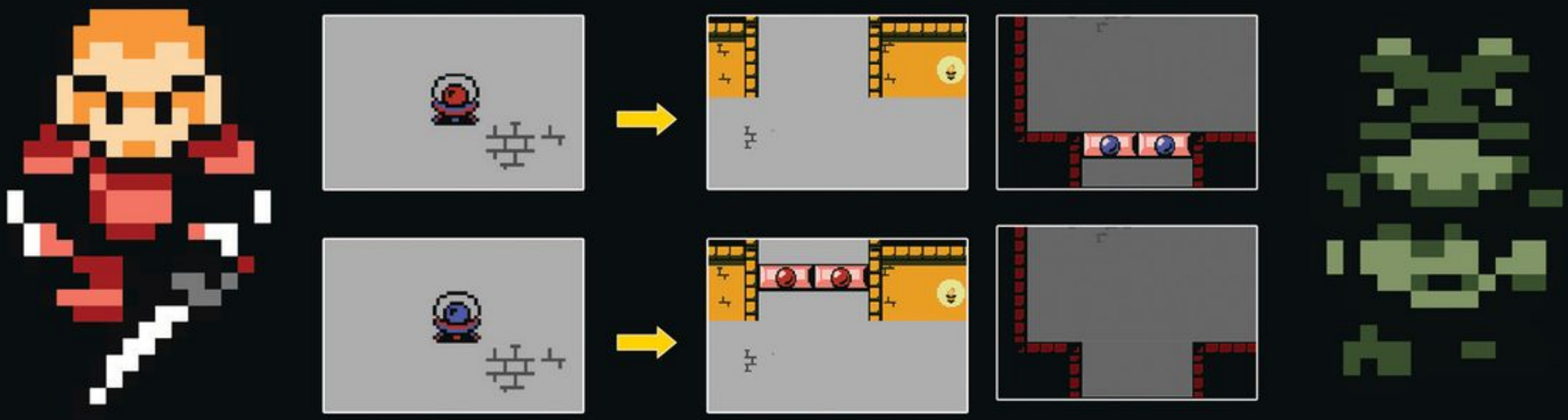
As you explore the world, you will uncover many secrets.

Defeating all of the enemies in a room may uncover a hidden item or reveal a secret door. Some walls are not as they seem, and you may be able to pass through what appeared to be a solid wall. Use your map for clues, and question every seemingly dead end. Some rooms are shrouded in darkness, but a lantern can help with these. Beware, however, as traps and enemies litter the caves and dungeons of Anguna!

SWITCHES

During your travels you will find doors that are controlled by switches. To open them, you must locate a switch and hit it with your sword. Be warned: flipping a switch will cause other doors to close.

All switches are on the same "switch network" - when you toggle one switch from red to blue, all other switches will also changes from red to blue. You may to have backtrack and toggle switches multiple times in order to open and close the right doors to advance.



ITEMS

There are many items hidden throughout the world of Anguna.
These include:

MEAT: Restores lost health. May randomly appear after defeating all of the enemies in a room.

BOW & ARROW: Allows you to shoot arrows by pressing B. Your supply of arrows is limited, so don't waste them!

ARROWS: Increases your supply of arrows. May randomly appear after defeating all of the enemies in a room.

Winged Boots: Allows you to walk over water and pits.

ATTACK POWER-UP: Permanently increases your attack power, to deal more damage to enemies.

DEFENSIVE POWER-UP: Permanently increases your armor, allowing you to take less damage from enemy attacks.

HEALTH POTION: Restores your health to your max HP. Once used, it is gone until you find another along the way.

DYNAMITE: Destroys boulders and other invincible enemies.

ADDITIONAL ITEMS

Additional items hidden throughout the land of Anguna
These include:

LANTERN: Allows you to see in dark rooms.

RING OF ATTACK: Doubles your attack power when selected.

KEYS: There are six keys scattered throughout the world. Each can be used to open doors corresponding to the color of the key.

ANGUNA EXPERIENCE CHART

LEVEL - HP - EXPERIENCE

LVL 01 - 08 - 00 XP	LVL 05 - 16 - 33 XP	LVL 09 - 30 - 65 XP
LVL 02 - 10 - 09 XP	LVL 06 - 18 - 41 XP	LVL 10 - 36 - 73 XP
LVL 03 - 12 - 17 XP	LVL 07 - 22 - 49 XP	LVL 11 - 40 - 81 XP
LVL 04 - 14 - 25 XP	LVL 08 - 26 - 57 XP	

CREDITS

Programming and Game Design: Nathan Tolbert

Graphics: 2bitcrook, Chris Hildenbrand, and DragonDePlatino

Background Tile Graphics: - Based on Zoria Tileset by DragonDePlatino, OpenGameArt.org
https://creativecommons.org/licenses/by/4.0/
Modified for Anguna by 2bitcrook

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Special Thanks to: Joe Parsell, Paul Malloy, Kevin & Beau, Thorbjorn Lindeijer, Sour

Patreon Supporters: "The Good" Sean Robinson, Eugene Myers, Dieter Baron, Chris Brand, The Game Beaters, and Todd

This is an official #8BitLEGit cartridge release by:

The 6502 Collective

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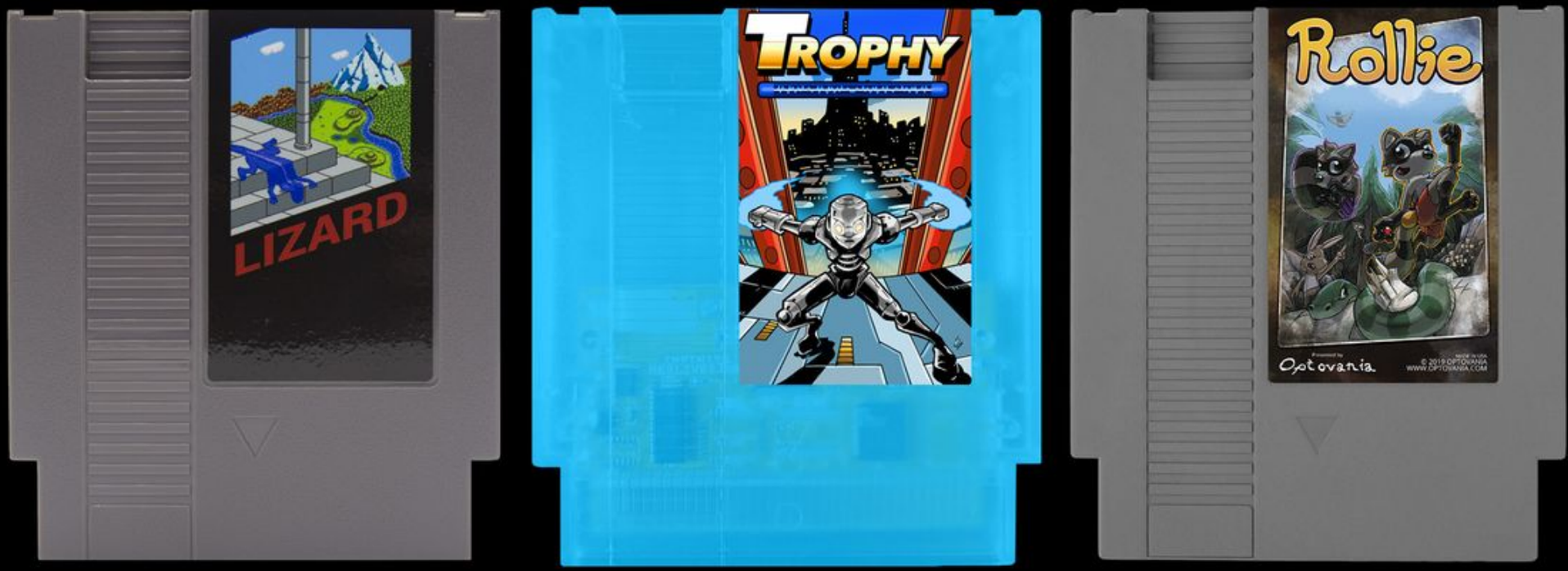

Visit www.6502collective.com for more information.

THANKS FOR YOUR SUPPORT.

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